

WHAT IS CLAIMED IS:

1 1. A system for implementing a game played by a game participant, comprising:
2 a ticket having a security feature;
3 a server operating a game site including a game image; and
4 a game participant computer capable of accessing the game site over a network, the
5 game participant entering the security feature at the game participant computer to play the
6 game, including locating a winning object in the game image using the game participant
7 computer.

1 2. The system according to claim 1 wherein the game participant computer
2 further comprises a mouse for locating the winning object in the game image.

1 3. The system according to claim 1 wherein the image includes a coordinate
2 system for determining the location of the winning object.

1 4. The system according to claim 1, further comprising
2 an on-line point-of-sale terminal for generating the ticket.

1 5. The system according to claim 4 wherein the on-line point-of-sale terminal is
2 capable of communicating with the server.

1 6. The system according to claim 1 wherein the network is the Internet.

1 7. The system according to claim 1 wherein the ticket is a scratch ticket.

1 8. A method of implementing a game, comprising:
2 providing a game site for playing the game;
3 generating a game image on the game site and a coordinate system to define a
4 location of a winning object in the game image;
5 accepting a selection of a location of the winning object in the game image; and
6 awarding a prize based on the selection of the location of the winning object
7 compared to a correct location of the winning object in the game image.

- 1 9. The method of claim 8, further comprising
2 providing a security feature for accessing the game site.
- 1 10. The method of claim 9, further comprising
2 providing a ticket containing the security feature.
- 1 11. The method of claim 8 wherein the winning object is absent from the game
2 image.
- 1 12. The method of claim 8, further comprising
2 generating a pointer in the game image; and
3 tracking a movement of the pointer in the game image based on a location of the
4 pointer as defined by the coordinate system.
- 1 13. The method of claim 12, further comprising
2 accepting the selection for the location of the winning object based on the location of
3 the pointer in the game image.
- 1 14. The method of claim 12, further comprising
2 displaying the pointer in the shape of the winning object.
- 1 15. The method of claim 8, further comprising
2 providing a clue to suggesting the location of the winning object.
- 1 16. The method of claim 15 wherein the clue is provided in the game image.
- 1 17. The method of claim 8 wherein a plurality of selections for the location of the
2 winning object are accepted.
- 1 18. The method of claim 17 wherein the prize is awarded based a one of the
2 plurality of possible sections determined to be closest to the correct location of the winning
3 object.

1 19. A method of implementing a game played by a game participant, comprising:
2 providing a game site for playing the game, the game site being accessible to the
3 game participant over a network;
4 validating a security feature input at the game site, the security feature being provided
5 to the game participant to play the game and to prevent an unauthorized access to the game
6 site; and
7 generating the game upon validation of the security feature.

1 20. The method of claim 19, further comprising
2 providing an on-line point-of-sale terminal for generating a ticket, the ticket
3 containing the security feature.

1 21. A system for implementing a game played by a game participant, comprising:
2 a ticket having a security feature;
3 a server operating a game site including a game image; and
4 a game participant computer capable of accessing the game site over a network, the
5 game participant entering the security feature at the game participant computer to play the
6 game.

1 22. The system of claim 20, further comprising an on-line point-of-sale terminal
2 for generating the ticket.

1 23. An apparatus comprising a computer-readable medium that stores instructions
2 for implementing a game played by a game participant, the instructions for causing a
3 computer to:
4 provide a game site for playing the game;
5 generate a game image on the game site and a coordinate system to define a location
6 of a winning object in the game image;
7 accept a selection of a location of the winning object in the game image; and
8 award a prize based on the selection of the location of the winning object compared to
9 a correct location of the winning object in the game image.

1 24. The apparatus of claim 23, further comprising instructions for causing a
2 computer to
3 provide a security feature for accessing the game site.

1 25. A system for implementing a game played by a game participant, comprising:
2 a memory which stores computer instructions; and
3 a processor that executes the computer instructions to:
4 provide a game site for playing the game;
5 generate a game image on the game site and a coordinate system to define a
6 location of a winning object in the game image;
7 accept a selection of a location of the winning object in the game image; and
8 award a prize based on the selection of the location of the winning object
9 compared to a correct location of the winning object in the game image.

1 26. The system of claim 25, further comprising instructions to
2 provide a security feature for accessing the game site.

1 27. An apparatus comprising a computer-readable medium that stores instructions
2 for implementing a game played by a game participant, the instructions for causing a
3 computer to:
4 provide a game site for playing the game, the game site being accessible to the game
5 participant over a network;
6 validate a security feature input at the game site, the security feature being provided
7 to the game participant to play the game and to prevent an unauthorized access to the game
8 site; and
9 generate the game upon validation of the security feature.

1 28. The apparatus of claim 27 further comprising instructions for causing a
2 computer to
3 generate a ticket for providing the security feature.

1 29 A system for implementing a game played by a game participant, comprising:
2 a memory which stores computer instructions; and
3 a processor that executes the computer instructions to:
4 provide a game site for playing the game, the game site being accessible to the game
5 participant over a network;
6 validate a security feature input at the game site, the security feature being provided
7 to the game participant to play the game and to prevent an unauthorized access to the game
8 site; and
9 generate the game upon validation of the security feature.

1 30. The system of claim 29, further comprising
2 an on-line point-of-sale terminal for generating a ticket, the ticket containing the
3 security feature.